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AMIGA SHOPPER

Subscription Letter

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Phew! What a scorcher. I never thought I'd ever say this, but I hope when you read this we've had some rain...

Dear Subscriber,

By the time you read this you may be the proud owner of a brand new Amiga, having coughed up £399 for an A1200 – £499 if you bought one with a hard drive installed. And if you're after an A4000T you'll have paid out around £2,230. Plus, you will have a software bundle – including Scala MM300 if you bought the 4000 or 1200 with hard drive.

At the time of writing we still don't know exactly what that software bundle contains – except that there will be a database, a spreadsheet, a word processing package, a paint package and two games. AT hadn't dotted the i's and crossed the t's of the deal when I attended the Amiga Technologies press conference at Heathrow on 16th August (turn to page 14 of the issue where you'll find all the latest information).

Sadly, Amiga Technologies have no intention at the moment to spend money on advertising the new Amigas: Escom's initial investment when they bought Commodore – and the money they have spent since then trying to get the machines back into the shops as quickly as possible – leaves them without much ready cash left for an advertising budget. However, all of the Escom shops will stock Amigas, and Amiga Technologies assured us that all the staff in the Escom shops know the technology well and are ideally suited to selling the machines, so new Amigas will be very easy to get hold of. Hurrah!

By the way, Jonathan Anderson (Managing Director of Amiga Technologies GmbH UK) thanked all of the Amiga press several times during the meeting for helping to keep the interest in the technology alive for so long!

But, back to this issue. We're rather proud to have fitted a whole 5Mb of excellent programs on to our two Coverdisks, including HiSoft BASIC and F1 Licenceware's most popular title ever, Introducing Workbench. And because you subscribe, you get the extra Subscribers disk too. That little lot will keep you busy for a while!

We also thought it about time we had a look at some monitors for you. You should have seen us lugging them back and forth from freelancer to photoshoot – no joke in this scorching weather. And David has been dying to write a feature on storage for the Amiga, so this month we let him. Plus Mojo's back with some more 3D tutorials. And then there's pages and pages of reviews and tutorials...

There's so much in it!



Sue Grant,
Editor.



Sue Grant is the Editor of *Amiga Shopper*. She has worked in publishing for over 13 years and has been at Future Publishing for the past three of them, firstly as Production Editor of *Super Play*, then as Deputy Editor of *Amiga Format*.

Subscribersdisk

Hot town, Summer in the city, Dave's looking sweaty but the disks are all pretty. Of course, when you read this Autumn will be upon us. Oh well...

When we pack 5Mb on to our Coverdisks, you'd think we'd have done enough, wouldn't you? But we don't agree! So, we've brought the total to over 7.5Mb, by making you, the Subscriber, a third exclusive disk. And here it is...

Getting the balance right on Coverdisks is always difficult, so thanks to everyone who has written in or E-mailed me with their opinion. Keep them coming. It helps me to shape the disks in the way you want, so even if it's just more of the same, let me know. And nobody could blame you if you do, especially when you take a look at the selection this month. There's everything from applications and utilities, to demos and Workbench patterns. Let's get stuck in.

TiffView 1.16

On the main Coverdisks you'll find the datatype in this month's Technical Zone is for Tiffs. This program is the accompanying viewer that was written by the author of the datatype. It doesn't stop at viewing Tiffs though – it can display most images through the use of other datatypes, and to my mind it's one of the fastest JPEG loaders I've come across. You can also change the screen mode, so that you view different modes to those of your Workbench. Before you start, read the instructions on the Coverdisks to make sure all the necessary libraries and datatypes have been installed to your system from the archive.

Extra Info 1.3

Let's talk icons. And I don't mean Marilyn Monroe. Icons are the small pictures that appear on your Workbench, the things you click on to launch a program. It's easy to change some of the parameters using the Information menu that comes on Workbench, but as with a lot of system software, it could offer so much more. And now it can. Extra Info is a program that gives you much more control. Even better, you can also attach it so that when you select Info from the menu on the WB, Extra Info is

called instead. To use it, you must have the bgui.library installed to your libs: from the directory.

ZShell 2.7

ZShell is a full Shell that can improve your CLI. To start it, install it to your c: directory and type "ZSH". It has a total of 66 built-in commands. In addition, it has the ability to complete your filenames by pressing tab. It has pipes and a review buffer, on-line help, wildcards... As you can see, this program has much to commend it over the usual Shell. The documents are much more extensive than we can be here, so read them before you get started.

Imagine Object

This month's 3D Zone is packed with objects for LightWave, but we didn't want you Imagine users to feel left out, so here's a rather splendid object of Luke Skywalker's land speeder for you to play with. Have fun!

Before Dark

In response to your requests, we've tracked down a set of backdrops for you to use on Workbench. There are over 40 here, and there's a text file with some instructions to help you get the best results.

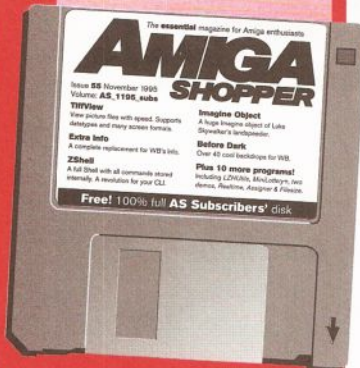
And the rest...

There are tonnes of other goodies on these disks as well. **LZXUtils** is a set of four utilities that will scan LHA archives for errors, try to recover corrupted data and also allow you to split and join large archives. As a bit of fun, there's **MiniLottery+**, to help you pick your lucky numbers. Showing exceptional skill are two demos or intros, **Seasick** and **S-FAD**, both released at The Assembly '95. They are both from the 40K category (they are unpacked, so they archived better, but when packed with Stonecracker, you'll see they are under 40K) and can be double-clicked on to run.

Realtime is a small utility that updates your memory usage in real time and far quicker than Workbench can.

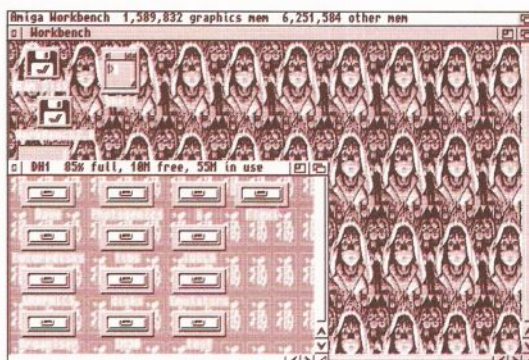
Assigner is a GUI for making assigns and **Filesize** attaches itself to your tools menu, allowing you to do a quick byte count on files. There's also its companion program, **Drawersize**, that can do size counts of multiple drawers. The **WBAD** drawer contains four programs to brighten up your Workbench and have a colourful pointer. Last, but by no means least, is a module called **Future**, for which you'll need a module player to use it.

So, there you have it. Another 2.5Mb of programs and data. Hopefully, it should keep you entertained until next month when we have... (Unfortunately, Dave fainted here from exhaustion).



- TiffView
- Extra Info
- ZShell
- Imagine Object
- Before Dark
- LZXUtils
- MiniLottery+
- Seasick Demo
- S-FAD Demo
- Realtime
- Assigner
- Filesize
- Drawersize
- WBAD
- Future

Future
PUBLISHING



Before Dark offers you a choice from over 40 backdrops.